Becoming a More Playful Museum

Where the idea came from: Exposure to playful exhibitions, to playwork training, interest in play and education

How the project got started – a formal path of ideas, funding plan, agreement and then getting it going

Possibly add in aims here >? Play wellbeing, happiness, use of space etc

Our model of change and experimentation ………

From guided work by external trainers through to independent, confident practice and communication

The influences and key people who helped it to work, and to become embedded.

External support – (Or How we helped enable people to take it seriously)

* Outside people worked with everyone and took ideas and concerns on board equally, and fed backinto project.
* Alongside project staff, presented to all Museum staff – developing credibility and understanding internally
* Presented externally alongside project staff – building museums professional confidence and credibility

**How it became part of the museum mission statement**

* The word “Play” used on formal family programme leaflet
* (add picture)
* Training, experimentation - doing it. Reflecting on it, being supported to try things.
* Organisational understanding developed
* VSAs develop their own play statements and agreed key concept – (add picture)
* Agreement to formalize – into film/ mission statement/ entrance/ welcome – *in process*
* Museum mission statement includes play (insert statement)
* Ongoing playful days and commitment to developing new staff to support this going forward
* Mission statement keeps it central to everyday tasks, ethos and even JDs